

**LISTING OF THE CLAIMS**

Please reconsider the claims as follows:

1. (Cancelled)

2. (Currently amended) ~~The method of claim 1, further comprising:~~ A method for splicing video slices associated with a plurality of packet identifiers (PIDs), comprising:  
loading a splicing hardware with a current PID and a target PID for an upcoming splice;  
processing a transport stream for packets; and  
generating the interrupt in response to receiving a packet of a particular type;  
receiving an interrupt indicating that a splice has been performed; and  
loading a new target PID into the splicing hardware for a next splice.

3. (Original) The method of claim 2, wherein the particular type packet is specifically inserted into the transport stream to cause the interrupt.

4. (Original) The method of claim 2, wherein the particular type packet is a scrambled audio packet.

5. (Original) The method of claim 2, wherein one or more packets are included in the transport stream between the particular type packet and a first packet with the new target PID.

6. (Original) The method of claim 2, wherein one or more padding packets are inserted in the transport stream between the particular type packet and a first packet with the new target PID.

7. (Currently amended) The method of claim 24, wherein the interrupt is generated by the splicing hardware as a result of performing the splice.

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8. (Currently amended) The method of claim 24, further comprising:  
identifying video packets in a transport stream;  
checking the PID of each video packet in the transport stream against the current  
PID; and  
providing the video packet if the PID of the packet matches the current PID.

9. (Currently amended) The method of claim 24, further comprising:  
if a splice has been performed and prior to loading the new target PID into the  
splicing hardware, transferring the target PID as the current PID within the splicing  
hardware.

10. (Cancelled)

11. (Currently amended) ~~The method of claim 10, A method for splicing video~~  
lices associated with a plurality of packet identifiers (PIDs), comprising:  
loading a splicing hardware with a current PID and a target PID for an upcoming  
splice;  
receiving an interrupt indicating that a splice has been performed; and  
loading a new target PID into the splicing hardware for a next splice;  
wherein the splicing is performed at a sub-picture level and a plurality of splices  
are performed for an intra-coded (I) picture;  
wherein video slices for three or more PIDs are spliced to form the I picture.

12. (Currently amended) The method of claim 24, further comprising:  
defining an array with a plurality of elements; and  
setting the plurality of elements in the array with the plurality of PIDs.

13. (Original) The method of claim 12, further comprising:  
traversing the elements in the array as each splice is performed; and  
providing the PID stored in a current element as the new target PID.

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14. (Original) A method for splicing video slices associated with a plurality of packet identifiers (PIDs), comprising:

initiating a splicing hardware with a set of parameters for an upcoming splice;

receiving an interrupt indicating that a splice has been performed; and

updating the set of parameters for the splicing hardware for a next splice.

15. (Original) The method of claim 14, wherein the initiating includes loading the splicing hardware with a current PID and a target PID for the upcoming splice.

16. (Original) The method of claim 14, wherein the updating includes loading a new target PID into the splicing hardware.

17-22. (Cancelled)

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